Mata Nui
Barbenfouillis
Trogdor
Strong Sad
Strong Mad
Kong
Gojira
Robin Hood
Crocodile
Water Bear
Witch King
Executroner
Hektan
Snowman
Creeper
Pigs
Panda Bear
Minotaur
Archaeologist
Chushire Cat
Bounty Hunter
Lego®Man
Mike Rosan
Magic Mirror
Man of Bats
Hazmat Guy
Mickey Mouse
Holy Knight
Flock of Bats
Spaceman Spiff
Dark Space Master
Cyborg
Sidekicks
Ant Person
Scaramouche
Scotsman
Trash Monster
Fomorian
Crockery General

Black Knight

1 2 2 2 3 3
2 3 3 4 4 5
2 2 3 3 3 4

white fist | yellow sword ax sword | red flail rabbit

White Knight

1 2 2 2 3 3
2 3 3 4 4 5
2 2 3 3 3 4

White Bible | Yellow lance lance sword | red holy hand grenade sword flame Righteous

Gets 2 chances to block attacks from female fighters. When succeeds in blocking female's attack, no damage or penalty.

Deals +1 damage vs evil fighters

Red Knight

1 2 2 2 3 3
2 3 3 4 4 5
2 2 3 3 3 4

white kick | yellow sword crossbow headbutt | red fist mace excalibur

Green Knight

1 2 2 2 3 3
2 3 3 4 4 5
2 2 3 3 3 4

white fist | yellow vine bow spear | red ax ax

Rage

Use the hit die that is one level stronger than your weapon shows. If an attack hits, get another attack. must be on the same fighter, if possible. If a female fighter blocks his attack, he dies immediately.

Regrowth

destroying the green knights head merely cripples him. He may use first aid to recover a lost head die. Enemy fighters may not block attacks from him to their heads.

Rogue

Female fighters can't block his attacks. Called shots may not be attempted on him if his visor is shut. May re-activate as the robot can, but re-roll all parts, is never considered crippled.

Bremen-town Musicians

1 1 2 2 2 3 cock
1 2 2 3 3 3 cat
2 2 3 3 3 4 dog
2 3 3 3 4 4 ass

cock & cat - weak hit die, body result hits head, legs hit body, head hits legs

dog - medium hit die, regular strike die

ass - strong hit die, body hits legs, legs hits body, head hits head

Tiger

Pounce/Springs may attack any fighter, regardless of distance or teleport to a new space

Only One there can never be more than one Tiger in game, no matter how large of a game.

1 1 2 2 3 3
1 1 2 2 3 3
1 1 2 2 3 3

Operator

1 1 1 2 2 2
2 2 2 3 3 3
1 1 1 2 2 2

May transfer called shot, attack, disarm, or first aid attempts (re-arm) to other fighters of the same target player. On his turn, choose a player to operate for.

Shatra

Djinn

rat rules etc.

Smuggler

Shark

2 2 2 3 3 3
2 2 3 3 4 4
1 1 2 2 2 3

R x3 W x1 Y x2

Blood in the Water the shark may attack any crippled fighter, and the attack may not be blocked or defended against in any way. When equipped with jaws, +1 damage to all attacks or called shots.

Magician

1 1 2 2 2 3
2 2 2 3 3 4
1 2 2 2 R 2 3 Y

R W Y W Y

Card tricks

Take the top 3 cards from the draw deck (random turn order) Order them as you wish, and place them back down. (determined turn order) re-order 1 player's card tree.